

Duncan Boothe

Character Name

Paladin 1

CLASS

1 (1/2)

0 / 2000

Character Level (CR)

EXP/NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	16		+3		
DEX Dexterity	12		+1		
CON Constitution	17		+3		
INT Intelligence	10		+0		
WIS Wisdom	7		-2		
CHA Charisma	16		+3		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+5	= +2	+ +3	+ +0	+ +0	+ +0	
REFLEX (dexterity)	+1	= +0	+ +1	+ +0	+ +0	+ +0	
WILL (wisdom)	+0	= +2	+ -2	+ +0	+ +0	+ +0	

Conditional Save Modifiers:  
+4 trait bonus on any saving throws made to resist the effects of being in hot conditions and a +1 trait bonus on all saving throws against fire effects.

	TOTAL	=	BASE ATTACK BONUS	+	STAT	+	SIZE	+	MISC	+	EPIC	+	TEMP
MELEE attack bonus	+4	=	+1	+	+3	+	+0	+	+0	+	0	+	
RANGED attack bonus	+2	=	+1	+	+1	+	+0	+	+0	+	0	+	
CMB attack bonus	+4	=	+1	+	+3	+	+0	+		+		+	
CMB	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN							
	+4	+4	+4	+4	+4	+4							
CMD	15	15	15	15	15	15							

*Gauntlet (Spiked)		HAND	TYPE	SIZE	CRITICAL	REACH
		Equipped	P	M	20/x2	5 ft.
To Hit		Dam		To Hit		Dam
1H-P	+4	1d4+3	2W-P-(OH)	-2	1d4+3	
1H-O	+0	1d4+1	2W-P-(OL)	+0	1d4+3	
2H	+4	1d4+3	2W-OH	-4	1d4+1	

*Greatsword		HAND	TYPE	SIZE	CRITICAL	REACH
		Both	S	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+4		2d6+4				

\*: weapon is equipped  
1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Armored Coat	Medium	+4	+3	-2	20

Player Name

Half-Orc / Humanoid

RACE

15

Male

AGE

GENDER

HP hit points	15	WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED			
AC armor class	15	14	11	10	4	0	1	0	0	0	0	0	0	0	0	0	0
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLEC-TION	DODGE	Morale	Insight	Sacred	Profane	MISC	
INITIATIVE modifier	+1	+1	+0			20	-2	0									
TOTAL		DEX MODIFIER	MISC MODIFIER		MISS CHANCE	Arcane Spell Failure	ARMOR CHECK PENALTY	SPELL RESIST									

Encumbrance

Light

TOTAL SKILLPOINTS: 2		SKILLS		MAX RANKS: 1/1				
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER		
✓	Acrobatics	DEX	-1	= 1		+	-2	
✓	Acrobatics (Jump)	DEX	-5	= 1		+	-6	
✓	Appraise	INT	0	= 0				
✓	Bluff	CHA	3	= 3				
✓	Climb	STR	1	= 3		+	-2	
✓	Craft (Untrained)	INT	0	= 0				
✓	Diplomacy	CHA	7	= 3	+	1	+	3
✓	Disguise	CHA	3	= 3				
✓	Escape Artist	DEX	-1	= 1		+	-2	
✓	Fly	DEX	-1	= 1		+	-2	
✓	Heal	WIS	-2	= -2				
✓	Intimidate	CHA	5	= 3		+	2	
	Knowledge (Religion)	INT	4	= 0	+	1	+	3
✓	Perception	WIS	-2	= -2				
✓	Perform (Untrained)	CHA	3	= 3				
✓	Ride	DEX	-1	= 1		+	-2	
✓	Sense Motive	WIS	-2	= -2				
✓	Stealth	DEX	-1	= 1		+	-2	
✓	Survival	WIS	-2	= -2				
				=	+	+		
				=	+	+		

✓: can be used untrained. X: exclusive skills. \*: Skill Mastery.

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Smite Evil

Uses per day

Smite Evil (Su): You can call out to the powers of good to aid you in your struggle against evil 1 times per day. As a swift action, you choose one target within sight to smite. If this target is evil, you add +3 to your attack rolls and +1 to all damage rolls made against the target of your smite. If the target of Smite Evil is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage on the first successful attack increases to +2. Regardless of the target, Smite Evil attacks automatically bypass any DR the creature might possess. In addition, while smite evil is in effect, you gain a +3 deflection bonus to your AC against attacks made by the target of the smite. If you target a creature that is not evil, the smite is wasted with no effect. The Smite Evil effect remains until the target of the smite is dead or the next time you rest and regain your uses of this ability. [Paizo Inc. - Core Rulebook, p.60]

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Turban	Equipped	1	0 / 0	
(Hat)				
Haleen's Amulet	Equipped	1	0.5 / 0	
(Amulet)				
Gauntlet (Spiked)	Equipped	2	0 (0) / 5 (10)	
Bracers	Equipped	1	1 / 1	
Greatsword	Equipped	1	8 / 50	
Armored Coat	Equipped	1	20 / 50	
Girdle	Equipped	1	0 / 0	
Outfit (Hot Weather)	Equipped	1	4 / 0	
Dunker's Boots	Equipped	1	1 / 0	
(Boots)				
Backpack	Equipped	1	2 / 2	
Crowbar	Equipped	1	5 / 2	
+2 circumstance bonus to Strength checks to force open a door or chest				
Flint and Steel	Equipped	1	0 / 1	
Meals (Common/Per Day)	Equipped	10	0 (0) / 0.3 (3)	
Waterskin (Filled)	Equipped	1	4 / 1	
Chain (10 Ft.)	Equipped	1	2 / 30	
Holy Symbol (Silver)	Equipped	1	1 / 25	
TOTAL WEIGHT CARRIED/VALUE		52.5 lbs.	175gp	

WEIGHT ALLOWANCE					
Light	76	Medium	153	Heavy	230
Lift over head	230	Lift off ground	460	Push / Drag	1150

MONEY	
Total= 0 gp [Unspent Funds = 5 gp]	

MAGIC
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Languages
Common, Orc

Other Companions
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Traits	
<b>Desert Child (desert)</b>	<b>[Paizo Inc. - Advanced Player's Guide, p.332]</b>
You were born and raised in rocky deserts. You are accustomed to high temperatures, and gain a +4 trait bonus on any saving throws made to resist the effects of being in hot conditions and a +1 trait bonus on all saving throws against fire effects.	
<b>Finding Haleen</b>	<b>[Paizo Inc. - Legacy of Fire Player's Guide, p.11]</b>
You never knew your parents--perhaps they died when you were a child, or maybe you were taken from them and raised elsewhere as a slave. You owe your sanity and your life to a woman named Haleen.	

Special Attacks	
<b>Smite Evil (Su)</b>	<b>[Paizo Inc. - Core Rulebook, p.60]</b>
You can call out to the powers of good to aid you in your struggle against evil 1 times per day. As a swift action, you choose one target within sight to smite. If this target is evil, you add +3 to your attack rolls and +1 to all damage rolls made against the target of your smite. If the target of Smite Evil is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage on the first successful attack increases to +2. Regardless of the target, Smite Evil attacks automatically bypass any DR the creature might possess. In addition, while smite evil is in effect, you gain a +3 deflection bonus to your AC against attacks made by the target of the smite. If you target a creature that is not evil, the smite is wasted with no effect. The Smite Evil effect remains until the target of the smite is dead or the next time you rest and regain your uses of this ability.	

Special Qualities	
<b>Aura of Good (Ex)</b>	<b>[Paizo Inc. - Core Rulebook]</b>
You project a faint good aura.	
<b>Darkvision (Ex)</b>	<b>[Paizo Inc. - Bestiary]</b>
Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.	
<b>Detect Evil (Sp)</b>	<b>[Paizo Inc. - Core Rulebook, p.60]</b>
At will, you can use Detect Evil, as the Spell. You can, as a move action, concentrate on a single individual or item within 60 feet and determine if it is evil, learning the	

strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, you do not detect evil in any other object or individual within range.

<b>Intimidating (Ex)</b>	<b>[Paizo Inc. - Core Rulebook, p.25]</b>
Half-orc receive a +2 racial bonus on Intimidate skill checks due to their fearsome nature.	
<b>Orc Blood (Ex)</b>	<b>[Paizo Inc. - Core Rulebook, p.25]</b>
Half-orc count as both humans and orcs for any effect related to race.	
<b>Orc Ferocity (Ex)</b>	<b>[Paizo Inc. - Core Rulebook, p.25]</b>
Once per day, when a half-orc is brought below 0 hit points, but not killed, he can fight on for one more round as if disabled. At the end of his next turn, unless brought to above 0 hit points, he immediately falls unconscious and begins dying.	
<b>Weapon Familiarity (Ex)</b>	<b>[Paizo Inc. - Core Rulebook, p.25]</b>
Half-orcs are proficient with greataxes and falchions, and treat any weapon with the word "orc" in its name as a martial weapon.	

Feats	
<b>Power Attack</b>	<b>[Paizo Inc. - Core Rulebook, p.131]</b>
You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.	
You can choose to take a -1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.	

Proficiencies
Atlatl, Axe (Orc Double), Axe (Throwing), Bardiche, Battleaxe, Bayonet, Bec de Corbin, Bill, Blowgun, Broadsword (Nine Ring), Butterfly Sword, Cestus, Chakram, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Double Chicken Saber, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Glaive-Guisarme, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Hooked Lance, Iron Brush, Javelin, Jutte, Katana, Kerambit, Kukri, Lance, Longbow, Longspear, Longsword, Lucerne Hammer, Lungchuan Tamo, Mace (Heavy), Mace (Light), Mattock, Mere Club, Monk's Spade, Morningstar, Naginata, Nodachi, Pick (Heavy), Pick (Light), Pilum, Poisoned Sand Tube, Quarterstaff, Ranseur, Rapier, Rhomphaia, Rock, Sansetsukon, Sap, Scimitar, Scizore, Scythe, Shang Gou, Shieldbash, Shortbow, Shortsword, Sibat, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Spiked Armor, Splash Weapon, Stake, Starknife, Sword (Bastard), Sword (Short), Sword (Tri-Point Double-Edged), Sword Cane, Tepoztopilli, Terbutje, Tiger Fork, Tonfa, Trident, Tube Arrow Shooter, Unarmed Strike, Waraxe (Dwarven), Warhammer, Wushu Dart

Class Spell-like Abilities					
Name	School	Time	Duration	Range	Source
At Will <a href="#">Detect Evil</a>	Divination	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	CR:p.266
[V, S, DF] TARGET: Cone-shaped emanation; <i>EFFECT</i> : You can sense the presence of evil. [SR:No]					
* =Domain/Speciality Spell					
Class Spell-like Abilities					
At Will	Detect Evil				

# Duncan Boothe

RACE	Half-Orc
AGE	15
GENDER	Male
VISION	Darkvision (60 ft.)
ALIGNMENT	Lawful Good
DOMINANT HAND	Left
HEIGHT	6' 6"
WEIGHT	290 lbs.
EYE COLOUR	Crimson
SKIN COLOUR	Grey
HAIR / HAIR STYLE	
PHOBIAS	
PERSONALITY TRAITS	
INTERESTS	Slow,
SPOKEN STYLE / CATCH PHRASE	
RESIDENCE	
LOCATION	None
REGION	Iomedae
DEITY	Humanoid
Race Type	
Race Sub Type	

Description:  
Biography: